How to Raise the Perfect Dragon

サンサラ・ナーガ

Sansara Naga

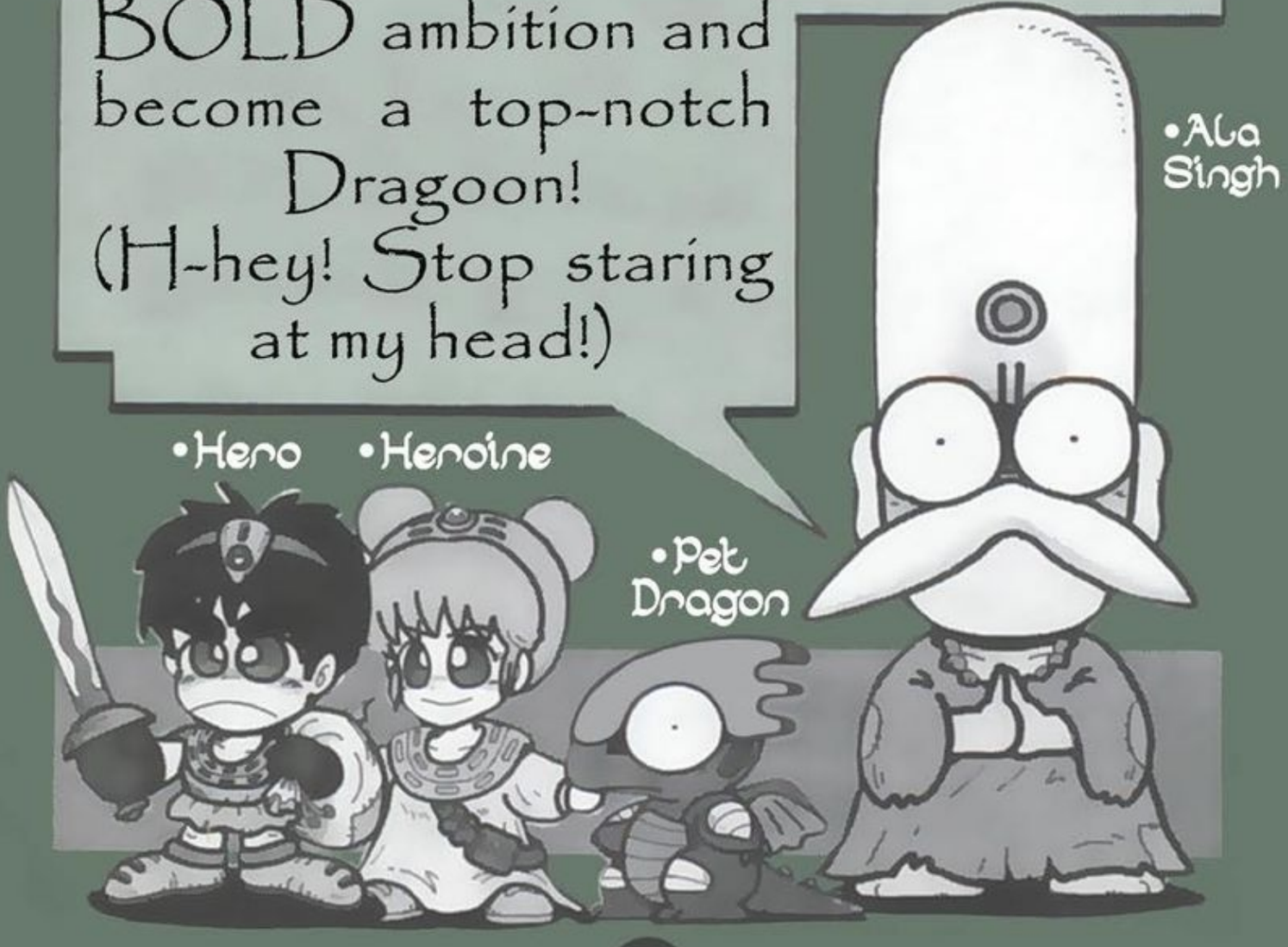
Instruction Manual

VFR-Q1-08

任天堂 FAMILY COMPUTER

Introduction

Thank you for your purchase of Sansara Naga! I'm quite grateful to you. I am Ala Singh, the legendary Dragoon! You have become my disciple in the hopes of attaining full-fledged Dragoonhood. Read over this Training Booklet (instruction manual) carefully. I want you to have bald--er, I mean BOLD ambition and become a top-notch Dragoon!
(H-hey! Stop staring at my head!)



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Important Do's and Dont's

Even if the power to the Sansara Naga cartridge is off, the feature that saves your in-game progress (the Memory Backup feature) is still on. However, if handled improperly, the stored data can be erased. It would be awful if all the hard work you put into your adventure was suddenly lost! To prevent this, please keep these four things in mind:

1) When shutting off the Famicom, turn the Power Switch off while pressing the Reset Switch.
2) Do not insert or remove the cartridge when the Famicom is turned on.
3) Do not rapidly turn the Power Switch on and off.
4) Insert the cartridge directly into the Famicom, and do not touch the inside of the cartridge.

In a distant time, so distant that no one knows when, there was a continent called Akupala.

One day a lone boy slipped away from the village where he had grown up, not even waiting for daybreak. He had no money, nor armor, nor a weapon to protect himself with. He barely even had any food. All he had were big dreams and a large egg tucked under his arm. That was it.

However, the egg was the treasure of his village. "It's a Dragon egg." The Elder had said. Yes, there were indeed Dragons in this world. Their grandeur and menace lead people to both fear and worship them. Furthermore, there were specialists in this world called "Dragoons" who could control Dragons with only a flute. Because of the difficulty of their work, they were respected by all--even royalty.

"I'll hatch a Dragon from this egg, raise it right, then someday I'll surprise everyone in the village!" The boy believed wholeheartedly that if he became a Dragoon, wealth and prestige would be his.

And so, he felt that he, too, could become a Dragoon. However, things don't always goas planned. For the creature that hatched from the egg looked nothing like a Dragon... It was, in fact, a baby ostrich! The small ostrich looked askance at the startled lad and suddenly bolted off toward the horizon.

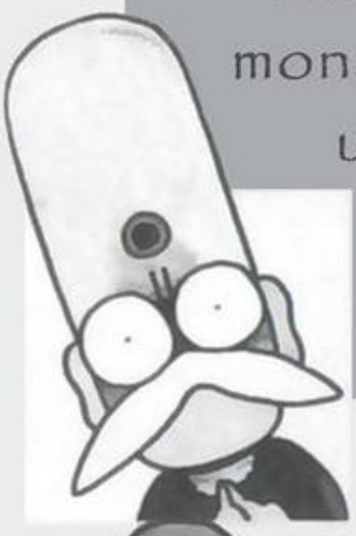
After pilfering the treasure of his village, the boy had lost it in the end...There was no way he could return to the village now. For if he said that the treasure people had long thought to be a Dragon egg was really just an ostrich egg, who on earth would believe him?

...If he wanted to return to the village with his head held high, he would have to become a Dragoon. Thinking it over, he let out a laugh. "Well, that was my plan all along, wasn't it?"

Thus, the boy--who you play as in this game--set out for a wilderness filled with Stray Dragons, monsters, and corrupted Fallen Dragoons.

The Path to Dragoonhood

I am Ala Singh. You've suddenly found yourself alone in a wilderness filled with roving monsters. Surely you feel a bit uneasy, so I shall give you specific guidance on the path to Dragoonhood.



1. Find a Dragon Egg

A successful Dragoon must have a Dragon, but if you don't raise it from an egg, it won't obey your commands. So first you'll need a Dragon egg! Eh? Where can you get one? Hmph! Go out and find one yourself!

2. Hatch the Egg

Warm the egg with your body heat to hatch it. Be careful, though! Drop the egg and it will break.

3. Raise Your Dragon

Name your Dragon after it's born. Your Dragon will be quite weak initially, so it's best to leave it in the nursery in the Capital City. Listen to the advice of the Matron there, as raising your Dragon is a crucial step. Don't forget to feed your Dragon, either! (Select a Trophy, then select Use to feed it to your little Dragon.) Even when in the nursery, it still needs to be fed!

4. Begin Your Journey!

When your baby Dragon's fangs and scales come in, then you'll finally start your training as a Dragoon. Gear up for battle and pay me a visit before you leave, for I shall present you with a Dragoon Flute. Both you and your Dragon must do your best, even when times are tough!

Controls Guide

① Using the Controller

✣ D-Pad

Move the main character.

Select command.

A Button

Display commands.

Select command.

B Button

Cancel command.

Get on and off ostrich (at some point...)

② About Commands

Pressing the A Button will bring up the command menu. (Fig. 1). Choose a command with the D-Pad, then select it with the A Button to bring up the screens shown in Figs. 2-4. Press the B Button return to the previous screen.

Main Menu

This is the Main Menu screen. You cannot use the Fight and Talk commands if there is no one in front of you.

Fight

Select this command to enter a battle scene with your opponent, no matter who they are. However, you may not be able to escape...

Status

Select this command to see the main character's equipment. Weapons and armor are in use while equipped.

Talk

Utilize this command to gather information! People may not always say the same thing, so try talking to them repeatedly.

Game System

1 Name Selection

Name your main character before starting the game. You'll also name your Dragon after it's born.

2 Feeding Your Dragon Monster

When you defeat monsters you encounter in the wilderness, feed them to your Dragon so that it will grow. Depending on its type, the monster might have various effects on your Dragon, like it making it smarter or braver. However, some monsters may taste foul or be poisonous, so be careful. Some can also be used as material to make weapons and armor or sold for a high price in the Capital City, so they're more than just food for your Dragon. It's very important to know the attributes of each monster. In the beginning of the game, the Matron in the nursery will tell you which monsters will help your little Dragon grow. Additionally, acquire the Cooking Set and you can cook and eat monsters you've slain. Eating them will restore your health.

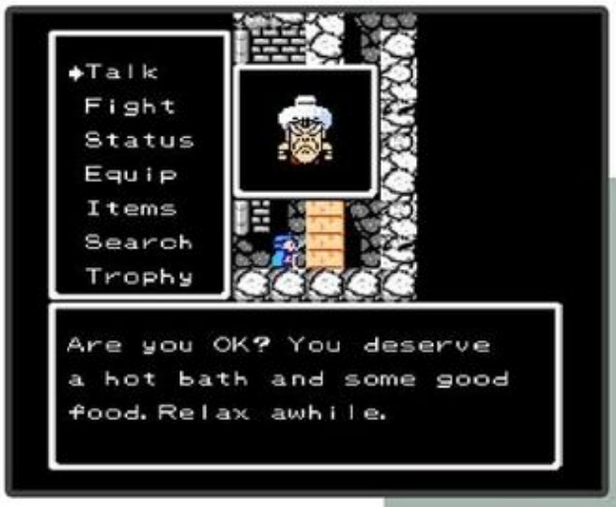
3 Making Money

Monsters you've slain but haven't eaten are carried around with you as Trophies. Trophies come in two types: "Liver/Tusk," which can be sold or eaten, and Relics, which can be used to make weapons and armor. You can make money by selling "Liver/Tusk" Trophies. Use your money to buy food as well as weapons and armor.

4 Battle

When encountering an enemy in the wilderness, you'll enter Battle Mode. Select a command from the menu and confirm it with the A Button. Keep in mind the Bribe command is not always effective. It's best to test the effects of different items on different monsters. You can escape from battle or bribe the enemy to leave you alone. However, do nothing but flee and you won't get any money or food. What's more, your Dragon will lose respect for you.

5 Suspending the Game



Stay the night at an inn or Granny's house in Orissa and your progress will be saved as a Growth Record. Be careful, though, because staying the night automatically saves your game. There are two Growth Records you can use; starting the game in Growth Record 1 or 2 means your progress will be saved to that record. Begin a new game by selecting "Start" and your progress

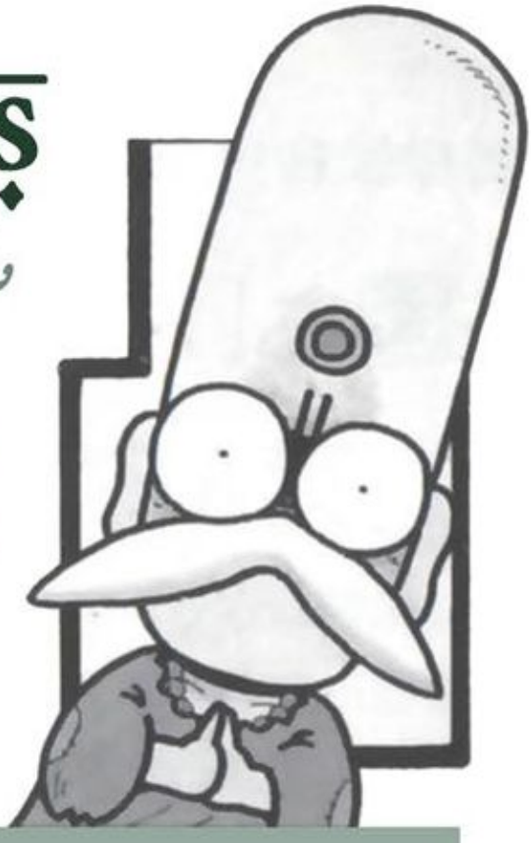
6 Should you happen to perish...

You'll perish if your health reaches zero during battle... However, if Ala Singh wills it, you might be able to try again. In addition, you can't continue the game if you let your Dragon die. Your Dragon is initially very weak, so be sure to keep it alive at all costs.

ous! Cheap!
TAMA
UT
Take Out!
"Fast, delicious, cheap!"
And more importantly,
"Super helpful when you're in a jam!"
Those are our mottos. We look forward to serving our customers 24/7! Come see us!

Growth Tips

It's me again! I shall impart upon you some secret growth tips. Don't you dare forget them!



1 Where can I find an egg?

Ah, yes. You must first find a Dragon egg. You aren't just wandering around aimlessly, are you? You fool! That's no good at all. I suppose you haven't met the Old Eggkeeper. You can get a Dragon egg from him. Look, that ostrich ran off near Orissa. Follow it and you'll meet up with the Old Eggkeeper.

2 How do I hatch the egg?

Eh? You're trying to take your egg to the Nursery? You amateur! The Nursery only accepts baby Dragons. You can't do anything until the egg hatches. You're kinda stuck until then!

Listen, a Dragoon must be brave. You can't constantly run and hide when encountering monsters. Even as an egg, your Dragon is watching your every move. A Dragon with a cowardly owner will be so nervous that it can't hatch!

3 What does a baby Dragon need

Ah, so your egg has hatched, eh? Aww, how cute! Your Dragon looks just like you! Now, now! Don't get mad! Go and hunt for food instead. A baby Dragon's appetite is endless, so you'll need to constantly feed it or else. Leave your Dragon at the Nursery in Hoverpool to ensure its safety.

Nutricious and Delicious!

Live Fish are a great source of calcium.

Your newborn Dragon will only be able to eat Daphnia. However, as it grows, it will be able to eat creatures like Big Tadpoles and Live Fish. Don't rush it!

Not for Consumption!

This Hermit Hydra is poisonous.

Now, a baby Dragon's body is quite weak. Feeding your Dragon a poisonous creature will give it diarrhea, so pay attention to what you feed it!

4 What about the different types of nutrients?

So, is your Dragon growing up right? The monsters you feed your Dragon have several different attributes, and its personality may change depending on what it eats. You must watch what you feed your Dragon even after it leaves the Nursery.

① Monsters that raise intelligence
Kapila, Face Crab, Tao-tie, Mandrake, etc.

② Monsters that raise strength
Creatures like the Eleturtle, Kalkala, Behemoth, and Panzer Beetle will do the trick. Monsters that look tough generally are.

③ Monsters that raise bravery
Catfish Lord, Howler Shell, Slacker, etc.

④ Monsters that raise luck
Creatures like the Daphnia Lord, Cordyceps, and the like seem to have the luck of the gods.

⑤ Monsters that raise speed

Avian enemies like the Samba Crow and Rain Breaker, and also the Water Cat and Panzer Beetle will do. On the other hand, eating too many turtle-like enemies like the Mata Mata and Eleturtle will make your Dragon slower.

Turn a Profit!

You can sell any monsters that you've collected as Trophies. When you're short on funds, you'll need to have your Dragon wait while you visit shops and sell off items. King Crab, Face Crab, and Streaker will all fetch a high price. It's best to sell poisonous monsters rather than eating them.

King Crab is particularly delicious.

5 So I only need to feed my Dragon?

I've only covered food thus far, but there's more! The foundation of a healthy Dragon is total nourishment and love... Without love, your Dragon will become rebellious!

① Toys

Try visiting Dragonia, the store that sells toys for baby Dragons. Their goods may be pricey, but they're worth every Rupee. After all, children love toys! If food is nourishment for the body, then toys are nourishment for the soul!

② Your character's actions

Your Dragon will watch every move that you make. Constantly pick fights with townspeople for fun and your Dragon will mimic this behavior. On the other hand, constantly fleeing from monsters will make your Dragon timid and cowardly. It's of the utmost importance that you encourage the right behaviors.

6 What type of Dragon will you have?

By now you know that food, love, and your actions will influence your growing Dragon's personality. Your Dragon will grow up to be one of these four types.

Black Dragon

Wild and belligerent. It won't back down even when faced by an unbeatable foe.

Crimson Dragon

A rebellious glutton. It usually doesn't listen to a word its owner says.

Green Dragon

Friendly and easy to handle... But, well, it's a bit on the timid side.

White Dragon

This type is super intelligent, with high skill levels in anything and everything.

*You can beat the game no matter what type of Dragon you get.

Growth Notes

As a doting parent, surely you'll want to check up on the growth of the Dragon you're so carefully raising. If you wish to see it, simply stay the night at an inn. Then you'll see the Growth Notes screen as shown below. When it displays, your game will also be saved. Think of the Growth Notes as inspiration to raise a fine Dragon!

Dragon's Name

Physical Condition

Current Hp

Max Hp

Strength

Defense

Dexterity

Intelligence

Morality

Luck

Your Dragon's level

It will start with a negative level and can leave the Nursery once it reaches Level 0. Well, good luck!

Height

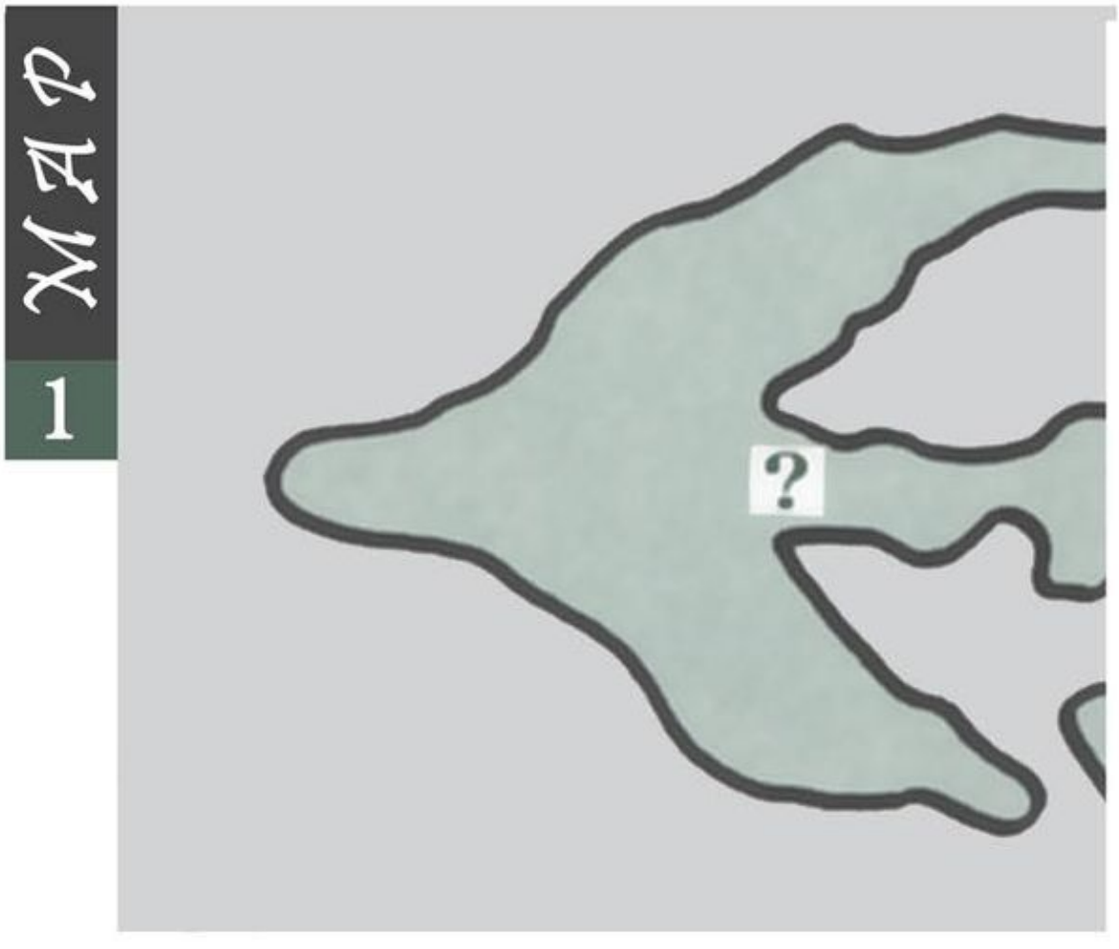
Dragons can grow quite tall.

Your Dragon's weight, obviously. Dragons can grow quite large.

A Dragon with low Sympathy won't listen to you.

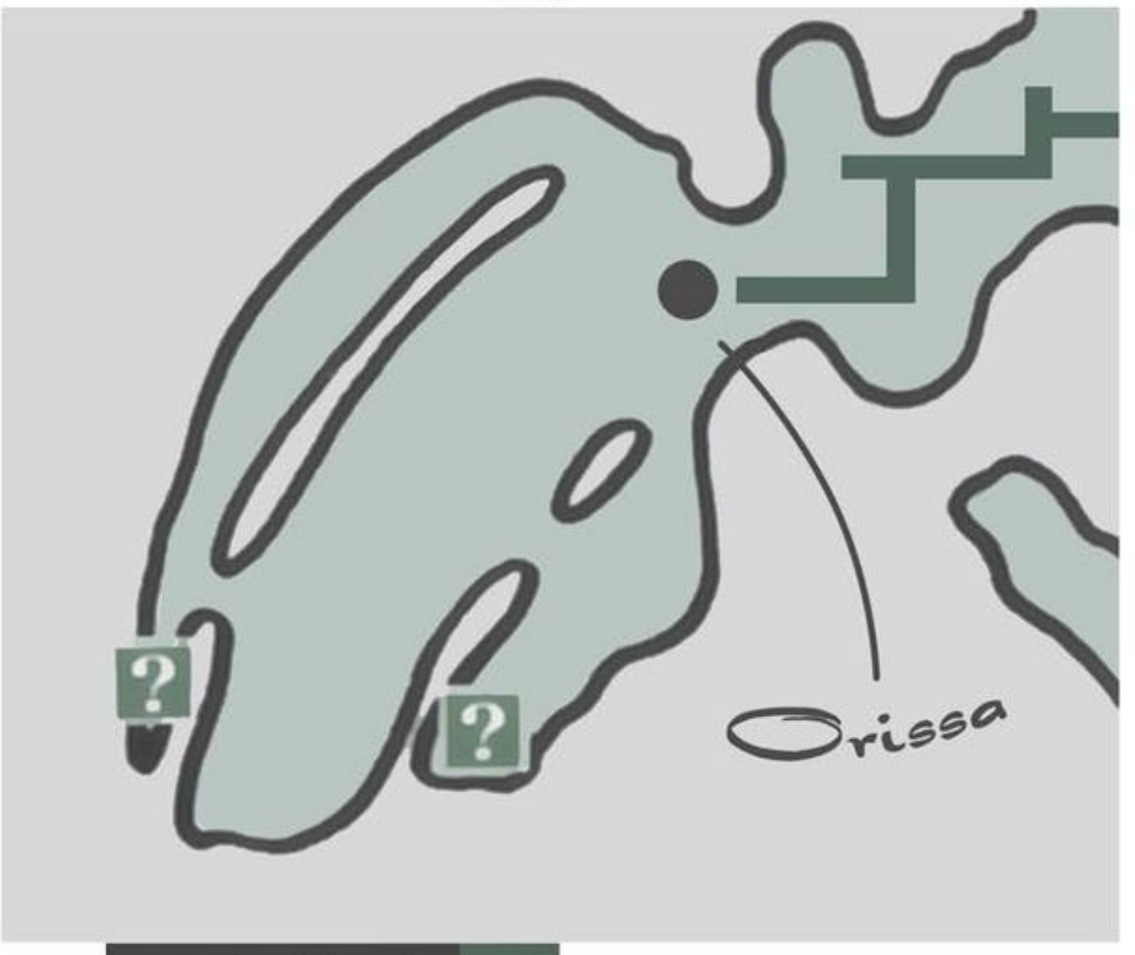
A Dragon with low Bravery will do nothing but flee.

World Map



On the western part of the Continent of Akupala lies three oddly-shaped peninsulas. Pictured here is the center peninsula. It is encircled by mysterious statues and covered in mountainous terrain which hinders the main character's movements. What's more, the mountains look like bone. There's also something on the western edge of the peninsula, but what is it?

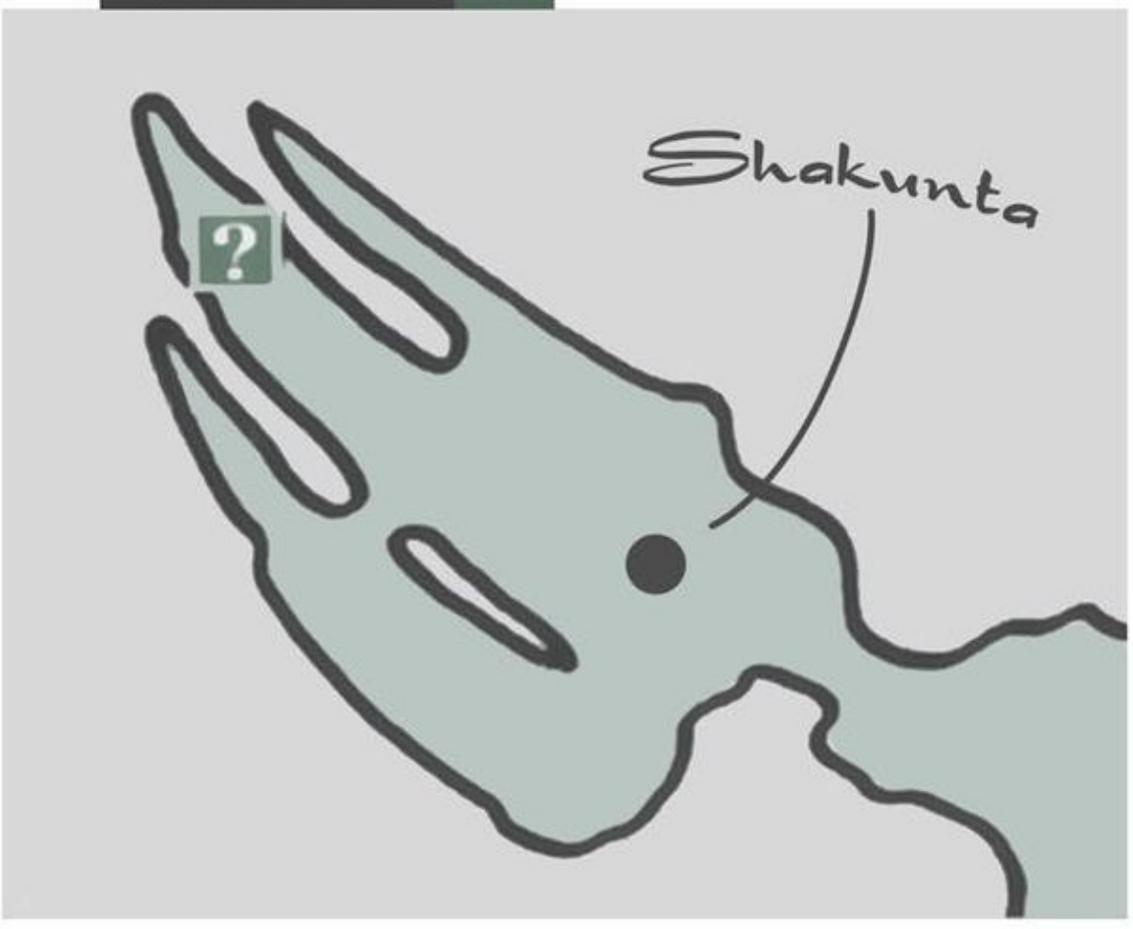
World Map



MAP 2

On the southwest portion of the continent lies a large peninsula. At its base is the main character's (that's you!) hometown, Orissa Village. When you are fatigued from your intensive training, you can return here anytime. Kind old Granny will welcome you with open arms.

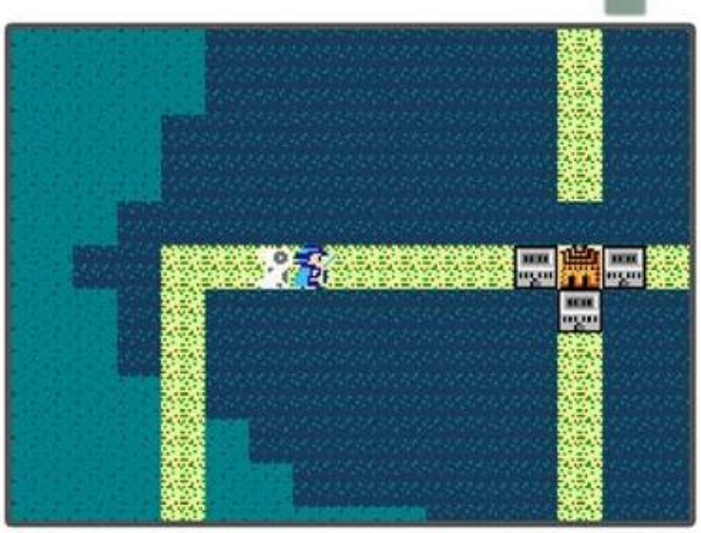
MAP 3

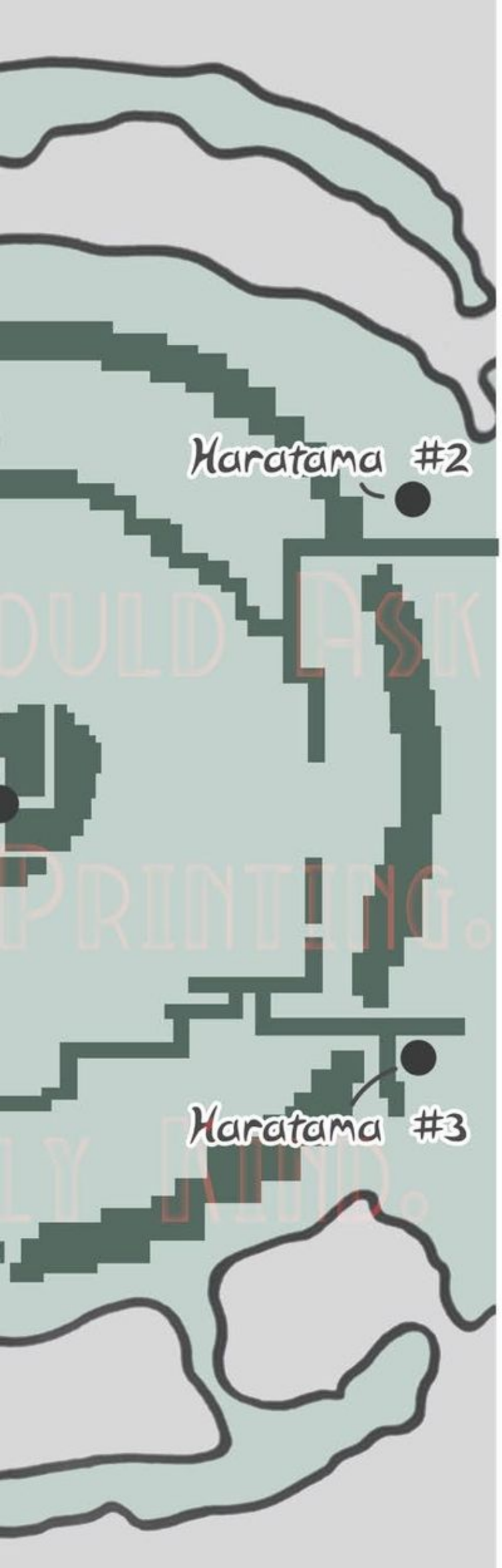


On the northwest part of the continent lies a fork-shaped peninsula. There appears to be a tree of some sort on the northern tip. However, this tree is a complete mystery, one which you will be tasked with solving. You might try visiting Shakunta Village, where the Shepherds live. There you will find valuable knowledge.

World Map

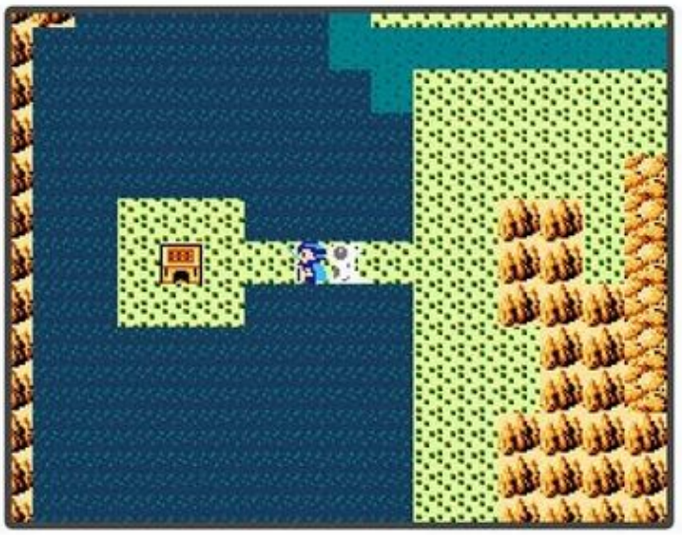
MAP 4





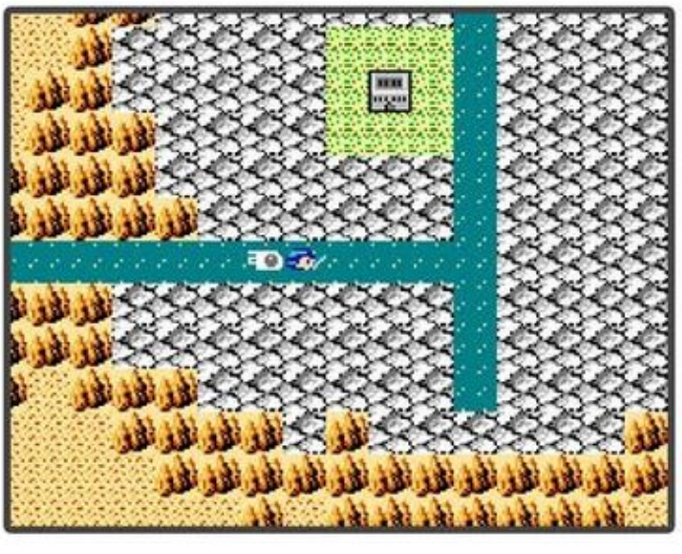
This is the main part of the continent. In the center lies its largest city, the Capital City of Hoverpool, aka the City of Wind. This city is completely surrounded by a lake. In Hoverpool lie important places such as the Palace (Hover Mahal) and the Temple, along with the Business District and Lower Town. Thus, Hoverpool will be a frequent destination. Ah yes, if you ever find yourself in trouble, try visiting both Haratama Hut and the Informant in Lower Town. The kind people there will give you useful hints.

MAP 5



This is the southeast part of the continent. On it lies Miina, a fishing village surrounded by waterways. At the base of the peninsula is a strange grassy plain called the wetlands. Additionally, a long, narrow peninsula lies to the north. Beyond it is a mysterious place called the Holy Island...

MAP 6



On the northeast part of the continent lies a huge peninsula. Keep walking towards the middle and you'll spot Ikushu. Do make an effort to visit this town.

...Thus concludes our introduction to the world map. Remember to always keep exploring!

Let's Meet the Characters!!

In the course of your long journey, you'll come across many curious characters!

People

Fellow Traveler

A Dragoon with the same goals as the main character.

Tara

A pretty dancer. She may have useful information.

Granny

The main character's granny. She'll give you a warm welcome.

Haratama Employee

Order food from him and something good might happen!

Masked Beef Bowl

Appears at Haratama Hut.

•Pterosaur

Winged Dragons that fly about. As Trophies, they can be used to make a weapon.

•Stray Dragon

A Dragon that has run away from its owner and gone feral. They often move in packs.

•Fire Dragon

A terrifying Dragon that breathes fire. It has an extremely tough hide.

WOOA! WOAT'S TOAT?

These weird things are everywhere! No matter what you say to them, they always reply with, "Moo."

Cow

Dragons

•Bald Dragon

A middle-aged Dragon that's losing its hair. A formidable foe.

Essential Items

Try using these items if you can get ahold of them!

Dragoon Helm - After you qualify as a Dragoon, you can obtain it in the Wind Palace in Hoverpool. You need it in order to become a proper Dragoon.

Kurikara Sword - A powerful enchanted blade.

Falun Shield - A powerful shield.
It has an alternate use, too...

Placebo - Cures Poison.

Red Bull - Restores HP.

Baby Food - A nutritionally-balanced food that will accelerate your baby Dragon's growth.

Rattle - Essential to your Dragon's growth.

Jelly - Restores HP when eaten.
However, you might try giving it to someone...

Rogaine - It purportedly hasten the growth of Dragon scales... Surely it must work for someone!

Tent - A camping tent. Use it to save your game without visiting an inn and to recover your HP. The type of tent you have will determine how many times it can be used.

Cooking Set - Used to cook monster meat for human consumption.

Dragon Flute - A flute used to control Dragons.
Make constant use of it or your Dragon won't heed your commands.

Box Lunch - Restores HP.

Rusted Sword - The main character's initial weapon.

Rusted Armor - The main character's initial armor.

Kakkara Shoes - Drives away lower level monsters.

Idaten Shoes - Increases your Evade Rate.

Lariat - Momentarily immobilizes enemies.

Ostrich - Don't die while riding it!
Don't save in Ikushu, either.

Don't get greedy and load up on items! There are certain equippable items that produce various effects when used on the Items screen.

If there's something you don't get... Asking Questions

Players who are hopelessly stuck can mail in the hint coupon below. Be sure to include a self-address stamped envelope (including your name, address, and a 62 yen stamp) along with your questions. Then we'll send you some specific hints. No postcards, please!

Mail to:
151 Tokyo-to Shibuya-ku
Sendagaya 2-8-16
Victor Music Industries, Inc.
Re: Sansara Naga Hints

Sansara Naga Question Coupon

Important Notes

① The game cartridge is highly sensitive, so please avoid using or storing it under extreme temperatures. Do not hit or drop it.
② Please avoid touching the connectors, and do not get them wet.
③ Do not clean with benzene, paint thinner, alcohol, or other such solvents.
④ Please turn the system off when switching cartridges.
⑤ When stopping mid-game, always be sure to save your progress. Turn the system off while holding down the Reset Button.
⑥ For your health, do not sit too close to the TV screen while playing. Also, try make sure to take breaks when playing for long periods of time.
⑦ After turning the system off, be sure to remove the AC adapter from the power outlet.

Production Staff

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